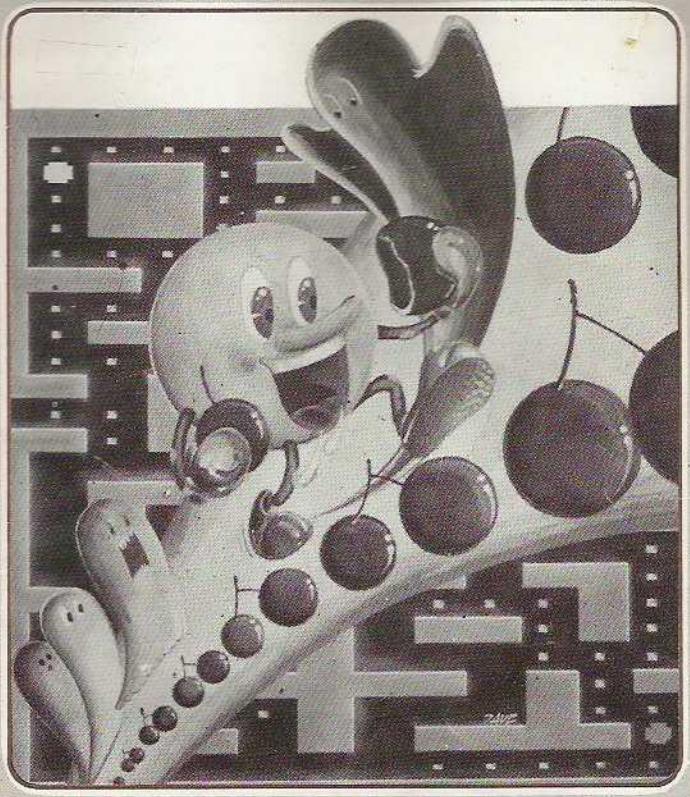
NIBBLEMEN
Close gate
Hyperspace
Open gate



NIBBLEMEN

GAME INSTRUCTIONS

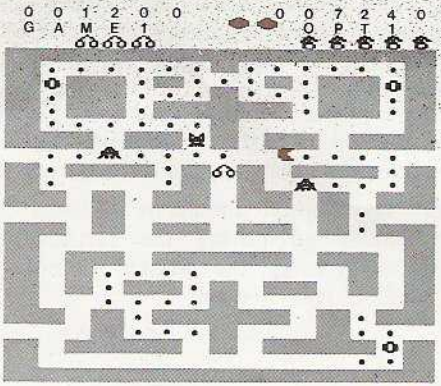
MG-316

NIBBLEMEN

CONTENTS

		Page
	INTRODUCTION	1
1.	GAME OBJECTIVE	1
2.	GETTING STARTED	2
	a) Insert Cartridge b) Hand Controllers c) Games and options selection	
3.	START TO PLAY	5
4.	END OF GAME	7
5.	START NEW GAME	7
6.	SCORING	7
7.	OPERATION FLOW DIAGRAM	8

Eat your way up to the highest score.



Every dot, energizer, apple, or cherry worth points. Watch out for the monsters, for if you are caught, you will be destroyed. However, if you are smart enough, you can reverse the situation and go after them.

1. GAME OBJECTIVE

The main objective of the game is to score as many points as possible while at the same time avoid being caught by the monsters. Different scores are awarded by nibbling up dots, monsters, cherries and apples. There are all together 4 different game versions with 8 options available for each game.

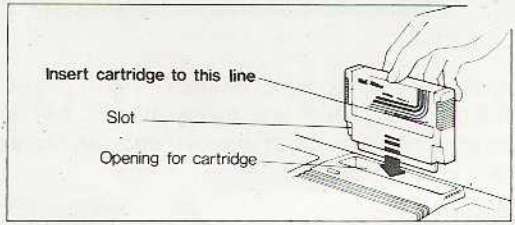
2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Instruction Manual (MPT-03).

a) **INSERT CARTRIDGE**

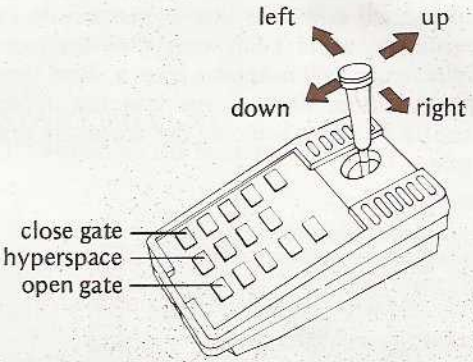
Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

Note: The Console should be switched OFF when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.



b) HAND CONTROLLER

Only the left controller is used in this game. The joystick controls the direction of movement of the nibbleman. This motion is predictive which the nibbleman will continue to move in such direction unless a new direction is specified or stopped by a wall.



Additional features of sheltering and blocking in games 1 to 3 can be activiated by pressing the "CLOSE GATE", "HYPERSPACE" and "OPEN GATE" buttons. For details, please refer to section 2(c) "GAMES and OPTIONS selection".

c) GAMES AND OPTIONS SELECTION

There are 4 versions of the game:

GAME 1

Both "Open and Close Gate" and "Hyperspace" features are provided. By pressing the CLOSE GATE button, few of the paths will be closed to block the monsters from reaching the nibbleman. Pressing the "OPEN GATE" button will re-open the paths. By pressing the HYPERSPACE button on the keypad, the nibbleman can jump into hyperspace in case of emergency to avoid being caught by the monsters. The nibbleman will re-appear after a short time at a random position. Each escape into the hyperspace will use up an apple, and only five apples are available in a game.

GAME 2

"Hyperspace" feature is provided.

GAME 3

"Open and Close Gate" feature is provided.

GAME 4

This is the basic Nibblemen game with no extra feature.

For every game, 8 options are available:

Option 1 and 5

3 ports (openings in the maze) are available so that the nibbleman can leave the maze on one side through the port and re-enter on the other side.

Option 2 and 6
2 ports are avilable.

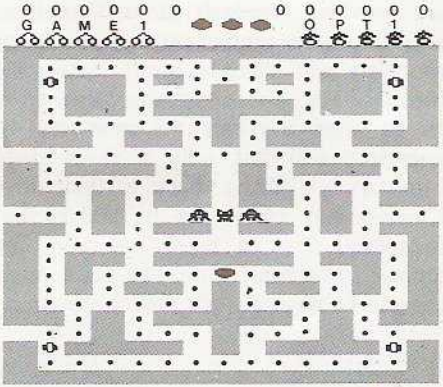
Option 3 and 7
2 ports at different locations from option 2 and 6.

Option 4 and 8
Only one port is available.

Note
Options 5, 6, 7, 8 are essentially the same as options 1, 2, 3, 4 respectively with the exception of faster red monster motions.

3. START TO PLAY

a) Switch on the Master Console



Option 1 of game 1 is displayed on the TV screen. An array of dots, 4 energizers, 3 monsters and the nibblman appear in a maze of blue walls. The present score (white), the previous highest score (green), the number of nibblemen left, the game number, the option number, the number of apples and the number of cherries left are shown on top of the maze.

b) Press button A for game versions and button B for options selection.

c) Press GAME START button
The nibbleman will start to move in the direction specified by the joystick and eat up dots, while the monsters will track the nibbleman intermittently. When the nibbleman is caught by the monster, the nibbleman will be destroyed and only 3 nibblemen are provided for each game. The situation can be reversed if the nibbleman eats up an energizer. The monsters will change into white colour and start moving back. The nibbleman can then be controlled to go after and eats the monsters. However, the energizer will last only a short period and the monsters will change back to their original colours. Cherries and apples will be laid in the maze intermittently. Try to reach for them for they only appear for a short time. For game versions 1 and 3, the gates are open while the nibbleman is energized.

4. END OF GAME

The game will be over if all three nibblemen are caught by the monsters. A triumphal tune will be played if your score is higher than the previous highest score.

5. START NEW GAME

(i) To erase previous highest score —
press CLEAR button and then select game and option

(ii) To retain previous highest score —
press button A and B for game and option selection and then GAME START button

6. SCORING

Every dot eaten = 20 points
Every energizer eaten = 200 points
Every monster eaten = 200 points
Every apple eaten = 100 points
Every cherry eaten = 500 points

7. OPERATION FLOW DIAGRAM